IKARI WARRIORS
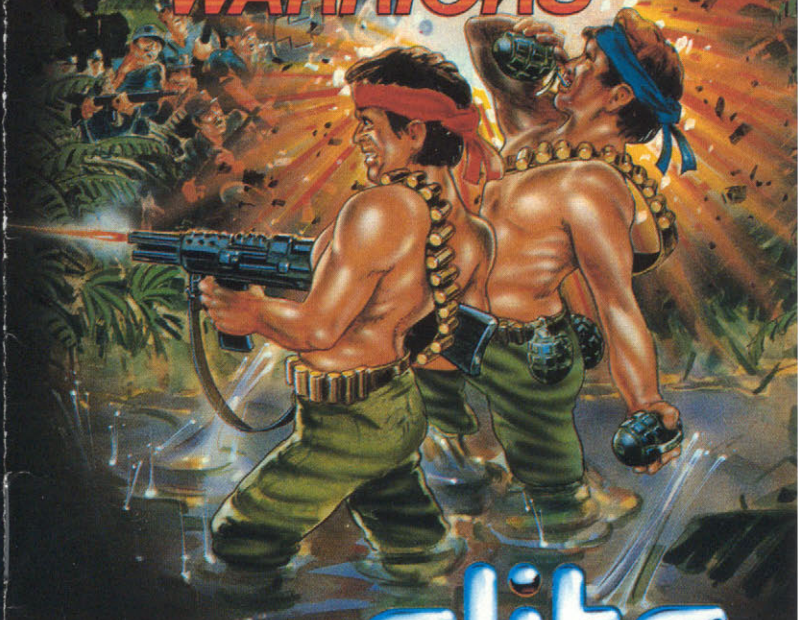
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elite

IKARI WARRIORS

General Alexander Bonn, C.I.F. US forces in Central America, has been seized by a band of revolutionaries and held captive in his own headquarters. Before his final capture he relayed a mayday which you and your buddy picked up.

Your plane crashlands in the dense jungle some distance from the headquarters. After deciding whether to go it alone or attempt the rescue together you set off. You are deep in guerilla territory. On all sides gather trained marksmen and combateers, determined to stop you. It soon becomes apparent that you lack the supplies to win, but win through you must.

Ambush enemy tanks and use them yourself. Collect fuel and grenades left by the enemy as they retreat. Show no mercy, for you are the Ikari Warrior.

Loading Instructions

Spectrum 48K (cassette) – Load ""
Spectrum 128K (cassette) – Load "" in 48K mode
Spectrum +3 (disc) – Use loader
Amstrad/Schneider (cassette) – Run "elite"
Amstrad/Schneider (disc) – Run elite
Commodore C64/128 (cassette) – Shift and Run/Stop
Commodore C64/128 (disc) – Load "*",8,1
Commodore C16 – Load "elite"
Atari ST – Reset computer and insert disc. Game will then Auto boot.
IBM PC + Compatibles – Two (2) floppy discs are included: PROGRAM disc and EGA disc. The PROGRAM disc supports CGA graphics and requires 256K main memory, standard CGA graphics, and RG8 monitors. The EGA disc supports standard EGA graphic cards with EGA monitors.

Loading
* The PROGRAM disc is self-booting. Place disc into disc drive and turn system on.
* For EGA, remove the PROGRAM disc after loading is completed. Insert EGA disc into disc drive and press RETURN.
* For A and B disc drives, place the PROGRAM disc into Drive A and turn system on. Once loading is complete, place the EGA disc into Drive B and press RETURN.

Playing Instructions

You may choose either one or two players. To fire a bullet press the fire button/key. To throw a grenade or get into a tank, hold down the fire button/key.

There are two modes on all versions (except C16 and IBM PC + compatibles).
A) You fire in the direction you are moving
B) You fire in a fixed direction.

Spectrum (keyboard or most joysticks)
Player 1/2: Move and fire – joystick or redefinable keys.
           Change mode – redefinable key

Amstrad/Schneider
Player 1/2; Move and fire – joystick or redefinable keys.
           Change mode – redefinable keys

Commodore 64/128 (keyboard and joystick)
Player 1:   Move and fire – joystick port 1
          Change mode – keys RUN/STOP or COMMODORE
Player 2:   Move and fire – joystick port 2
          Change mode – keys "=" or "↑"

Enter during title screen
F1 = 1 player game
F3 = 2 player game
Fire = assume last command

Enter during the game
Q = pause
Q followed by @ ends game
F5 = toggle music through music + sound FX
                              mute
                              music
                              sound FX

Commodore C16 (joystick only)
Player 1:   Move and fire – joystick port 1
Player 2:   Move and fire – joystick port 2

Atari ST
Enter 1 for player one
Enter 2 for player two
Player 1 uses joystick port 1
     Change mode key = space bar
Player 2: uses joystick port 0
          Change mode = enter key
F1 restarts game
F2 pauses game

IBM PC + compatibles
Joystick controls
Joystick   Controls all movements
Button 1   Used for firing bullets and tank shells
Button 2   Used for throwing grenades and entering/exiting tank.

Keyboard Controls

Pgup	Move up/right	Pgdn	Move down/right
Home	Move up/left	End	Move down/left
Up-arrow	Move up	Down arrow	Move down
Right arrow	Move right	Left arrow	Move left

Spacebar   Stop movement
'Z' key   Fire bullets and tank shells
'X' key   Throw grenades and entering/exiting tank
'C' key   Second bullet fire button

Miscellaneous Keys:
'M' key   Toggle music on/off
'S' key   Toggle sound on/off
'Q' key   Quit game
ESC key   Pause game

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Guarantee: This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it directly to the following address:

Customer Services Dept.
Elite Systems Ltd.
Eastern Avenue,
Lichfield,
WS13 6RX, England
Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

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